RUNESCAPE® KINGDOMS

SHADOW OF ELVARG

RULEBOOK

Introduction

RuneScape Kingdoms: Shadow of Elvarg is a cooperative, narrative board game for 1-5 players, where adventurers explore the fantasy world of Gielinor, develop their skills and gather equipment, before facing an inevitable battle with a terrible villain...

The kingdom of Asgarnia: proud, dutiful, chivalrous. In the north, the principality of Burthorpe stands resolute against a backdrop of towering mountains. Further south, Falador and its White Knights spread the light of Saradomin across all of Asgarnia. To the west, the kingdom of Misthalin: ancient, bustling, industrious. The sprawling city of Varrock hums with activity as king, Roald, ponders the future of Misthalin, stretching from the Edgeville monastery to Lumbridge Castle. Asgarnia and Misthalin: two thriving kingdoms brimming with fascinating people, dark corners and all the potential for peril a budding adventurer could hope for...

RuneScape Kingdoms is divided into four campaigns, each involving approximately 150-210 minutes of gameplay

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Adventurers

These miniatures are used to show the position of your adventurer on the map. There are no gameplay differences between the miniatures; but players are encouraged to choose the miniature that best represents how they'd like to play. At the beginning of the game, players will use the starting adventurer miniatures. These will be swapped out for the levelled up miniatures later in the game.

Vault Cards

The vault is home to many different types of cards. These cards will be collected from the vault and added to the game for a number of reasons – an adventurer has reached the next stage of a side quest, a mini-boss has been encountered, treasure has been found, equipment has been upgraded. Vault cards are stored in numerical order.

Dice

Some rules require an adventurer to roll dice to determine a random number. The dice in RuneScape Kingdoms are always referred to in shorthand as 'd10', as the dice have ten faces. There are two different types of dice: three skill dice and one equipment die.

Map

Adventurers travel around the game board, which is a map of Asgarnia and Misthalin, placing miniatures and tokens on the various cities and provinces.

Main Bosses

These miniatures represent the bosses you'll encounter at the end of each campaign.

Mini-Boss Board

On this board, adventurers will encounter unique mini-boss foes. The reverse side is used to track hitpoints in main boss fights.

Character Sheet

Used to track the name, skills, and hitpoints of your adventurer.

Campaign Boards

Each campaign board details one campaign. Each campaign culminates in a boss battle, on the reverse side.

Item & Consumable Cards

Adventurers can gather a variety of items and consumables throughout the game, granting a variety of benefits once used.

Side Quest Cards

These cards indicate how to start a side quest, and explain what the adventurer needs to do to complete it.

Equipment Cards

Adventurers can gather a variety of equipment throughout the game, granting a range of benefits once equipped.

Tutorial Cards

A set of cards used in the Tutorial campaign of the game.

Cape Cards

Provide unique benefits.

Event Cards

These cards detail some random events that may occur while adventuring.

Initiative Cards

Used to show the adventurers' turn order in boss fights.

Exploration Cards

Represent the encounters that occur while exploring Gielinor.

Escalation Cards

Shows the escalating threat of the campaign's villain.

Behaviour Cards

Bosses fight with unique styles, represented by these cards.

Terrain Cards

These cards represent the unique features that are encountered in boss fights.

Food Tokens

Cooked meal and rations tokens are both methods for your adventurer to recover lost health.

Resource Tokens

The various resources of RuneScape Kingdoms, used to upgrade equipment and cook recipes.

Experience Tokens

Earned as your adventurer uses their skills. Often abbreviated to 'XP'.

Gold Pieces

Currency to be both earned and spent. Often abbreviated to 'GP'.

Mini-Boss Token

Represents the various mini-bosses adventurers will face.

Clan Bank

Used to share and store resources.

RuneScape Tokens

Used for various effects over the course of your campaign.

Wound Tokens

Gained when your adventurer suffers wounds.

Danger Tokens

These measure unique threats in each campaign, which deepen as they progress.

Death

Should adventurers meet an untimely end.

SETTING UP

- Each player takes a character sheet.
- Take all of the cards from the box. Separate and open the packs with Gnome Child, Bronze Longsword and A Bird in the Hand on the front. Return the rest to the box.
- The 55 cards (numbered 0-54) in the pack with the Gnome Child make up the vault deck. The vault is stacked face up and in numerical order, using the number in the top-right corner.
- In the pack with Bronze Longsword, there are five card backs that match the five capital region banners on the map (see below). Separate these cards into five decks and place them face down. These are the exploration decks.
- The remaining cards in that pack make up the item deck.
- From the other pack, with a Bird in the Hand, separate the cards with the Event card backs and place them face down. This is the event deck.
- Do not shuffle any of these decks, unless specifically instructed.
- Return the remaining cards from this pack to the box, they will be needed either for the tutorial or the first campaign.
- Take the map and mini-boss board and place them, along with the card decks, as shown below, leaving space for a campaign board.
- Place a token RS in the lowest slot of the escalation track.
- Take the clan bank token and place it somewhere everyone can reach.
- The various other tokens should be placed to the side, where they can be easily reached. This makes up the token supply.

2

The Map

1 **Map**

A	**Areas**	A group of four regions – one capital and three provinces.
B	**Capital Region**	A larger region, often representing a centre of population.
C	**Province Region**	A smaller region, each centred around its standout feature.
D	**Icons**	These affect the gameplay of the region they are in.
E	**Travel Path**	Regions are adjacent to one another if they share a travel path.
F	**Escalation track**	Represents the passage of time and the growing threat of the campaigns' villains.

2 **Character Sheets**

3 **Exploration Decks**

4 **Vault Deck**

5 **Item Deck**

6 **Event Deck**

7 **Mini Boss Board**

8 **Campaign Board** you will need to leave space for a campaign board, which will be setup with whichever campaign is being played.

7

3

8

VAMPYRE SLAYER
DANGER
SPEAK TO MORGAN
The people of Draynor Village live in constant terror. Their numbers are dwindling, all due to a foul creature lurking in the manor to the north known as the vampyre. One villager, Morgan, seeks aid.
An adventurer in Draynor Village with 1 or more, can perform the following action – Speak to Morgan by collecting vault card 2.
REQUIRED SKILL 1
Spoke to Morgan
SPEAK TO DR HARLOW
Dr Harlow is willing to help you in your quest, but first his lips must be wetted by beer newly brewed.
An adventurer in Varrock with 2 or more, can perform the following action – Get your hands on a newly brewed beer and speak to Dr Harlow by collecting vault card 3.
REQUIRED SKILL 2
Spoke to Dr Harlow
WREATH OF GARLIC
"Vampyres are somewhat weakened if they can smell garlic."
An adventurer with 3 or more can perform the following action – Collect vault card 4.
REQUIRED SKILL 3
Cooked the Wreath of Garlic
STAKE
"Fetch a branch from the ancient Evergreen at the foot of White Wolf Mountain."
Place the Mini-Boss token on Taverley. The first adventurer to move onto that region collects vault card 6.
TEST LEVELS 4 2
Spoke to Evergreen 1
Acquired the Stake 2
HAMMER
"Your everyday hammer won't work, you'll need to craft something specific."
An adventurer in Port Sarim with 3 or more, can perform the following action – Speak to Thurgo by collecting vault card 10.
REQUIRED SKILL 3
Spoke to Thurgo 1
Crafted the Hammer 2
VAMPYRE SLAYER
Equipped with the best vampyre slaying equipment available, all that remains is the confrontation with the terrible Count Draynor.
An adventurer in Draynor Manor can perform the following action – Start the Count Draynor boss fight by following the instructions page XX in the campaign section of the rulebook.
TEST LEVELS 5 3 3 2 2

1

4

5

6

GETTING STARTED

For your first experience of ***RuneScape Kingdoms***, we recommended playing Tutorial Island to get to grips with the gameplay basics. This takes you through a few guided turns, and gives you a short quest to complete before heading into the first campaign – ***Vampyre Slayer***. Alternatively, players looking to get stuck in can go straight to the Vampyre Slayer campaign.

If you want to experience *Tutorial Island*, follow the setup instructions in the previous section to prepare the playing area, then continue the Tutorial Island section.

If you would prefer to skip *Tutorial Island* and go straight into the first campaign, follow the setup instructions in the previous section to prepare the playing area. Then turn to page 13 for players to create their adventurers, read the remainder of the rulebook and continue to page 34, Campaign 1 – Vampyre Slayer.

Tutorial Island is designed to give players interactive examples of the core gameplay in RuneScape Kingdoms, but keep in mind that there are multiple viable strategies for tackling the challenges that await you in the main game!

TUTORIAL ISLAND

The Gielinor Guide has expanded his operation to the mainland! Educating novice adventurers is a thriving business, after all.

Gielinor Guide

Welcome to the tutorial, adventurers! This section will teach you the basics of RuneScape Kingdoms as it walks through a few turns, preparing you to play a short campaign without the high stakes of slaying a vampyre.

Once players have got their playing area set up, they should collect two character sheets and put one tally mark next to each skill (making each skill level 1), place the Skiller miniature in Varrock and the Knight miniature in Falador, as shown.

Take the cover sheet and flip it over to see the Tutorial Island campaign board. Place this next to the map, as shown below.

Now take the six tutorial cards, separate out the three cards with T1, T2 and T3 in the top-right corner and place them face down at the bottom of the campaign board. These cards make up the vault deck for the tutorial.

Place the *The Feast Approaches* card face down beside the escalation track, as shown. Place the two side quest cards, *Making the Rounds* and *Special Delivery*, beside the campaign board, as shown.

Additional setup for Tutorial Island

Gielinor Guide

Greetings! I see we have a new arrival to the world of Gielinor. My job is to welcome all visitors. So, consider this a very warm welcome! Now, a bit of advice: if you're going to succeed here, you'll need to get into the habit of talking to people – as much as you can! I hear Duke Horacio's cook is in the Farmlands for some reason, and it sounds like he needs an assistant of his very own right now. You should talk to him and see if you can help.

Death

Outside of the tutorial, adventurers can suffer wounds and die. Fortunately, thanks to the mysterious protection provided by the Gielinor Guide, adventurers are immune from harm during the tutorial. Any time an adventurer would suffer a wound, ignore it. More information on suffering wounds and dying can be found on page 25.

The Skiller's First Turn

In Runescape Kingdoms, adventurers often have to talk with other characters to make progress. This is a job for the Skiller.

Take the Skiller miniature and move it along the dotted line that connects Varrock to Farmland. This is a *move*, and is the main way adventurers will navigate the map.

Adventurers may move once at the beginning of their turn by placing their miniature in an adjacent region. Adjacent regions are connected by dotted lines.

Now that the Skiller is in Farmland, they can either explore it, or perform the quest action detailed on the *Speak to the Cook* section of the tutorial.

SPEAK TO THE COOK
Duke Horacio's personal cook frantically searches for ingredients.
An adventurer in Farmland can perform the following action –
Speak to the cook by collecting vault card T1.
FARMLAND
DGE

This is a quest action, which is now performed by collecting card T1 from the tutorial vault. Take the tutorial vault and search through it until the card with T1 in the top-right corner (1) is found.

Remove that card and place the rest back, in the same order.

COOK'S ASSISTANT
T1
T
1
LUMBRIDGE CASTLE COOK
2
"Oh dear, oh dear, oh dear, I'm in a terrible terrible mess! It's the Duke's birthday today, and I should be cooking him a grand feast, but I've forgotten to buy the ingredients. I'll never get them in time now.
He'll sack me! What will I do? You'll help me! Oh thank you, thank you. I need an egg, flour, meat and fruit. I'd be very grateful if you could get them for me."
3
Gain 1 XP and a coin.

This is a character card. Read aloud the text (2), and collect a GP and XP token as your reward (3). GP is the currency of the kingdoms and can be spent in a variety of ways. XP is how adventurers level up their skills. The Skiller has gained the XP in their Gathering skill; place an XP token on the corresponding slot on your character sheet, as shown.

Character cards are no longer needed after their effects have been resolved. Remove this from the game by returning it to the box.

Speaking with the Cook completes the quest objective, so place a token RS in the corresponding slot.

Since that was the quest's only objective, the campaign moves onto the next quest – Cook's Assistant.

Quest Actions – More details on quest actions can be found on page 21.

There is nothing else to do this turn, so we'll move on to the Knight.

The Knight's First Turn

Gielinor Guide

Congratulations! You now know how to talk to people. Good communication skills are important! But that's not all – exploring the kingdoms can be a dangerous, exciting and rewarding experience. Let's try it now.

To start off, the Knight moves to Port Sarim. Now they explore Port Sarim, since there is no quest action available there.

To explore Port Sarim, take the top card from the Falador exploration deck, the area Port Sarim belongs to. Identify the Port Sarim section and then read the descriptive text aloud before taking the skill test shown there.

Exploring a Province Region – More details on exploring provinces can be found on page 18.

1. The **Port Sarim** icon.
2. **Descriptive** text.
3. **Skill test** – test level and difficulty.
4. The **rewards** for passing the skill test, and consequences of failing.

To take the skill test, first check which skill is being tested. This time, Defence. Compare the Knight's Defence skill level with the test level to determine the number of dice to roll.

- If the skill level is lower than the test level, roll one die.
- If the skill level is equal to the test level, roll two dice.
- If the skill level is higher than the test level, roll three dice.

Since both are 1, you roll two dice.

Roll the two skill dice and compare each individual result with the difficulty of the skill test (8). For this test, if at least one die shows a result equal to or greater than 8, the test is passed, and the ✓ effect is resolved. Otherwise, the test is failed and the ✗ effect is resolved instead.

For the purposes of the tutorial, we'll say the Knight passed the skill test, regardless of the dice results. The Knight now gains a GP from the pass effect and a Defence XP for taking a Defence skill test.

Any time an adventurer takes a skill test, they gain an XP in that skill afterwards, no matter if they pass or fail it. When an adventurer gains their third XP in a skill, the skill levels up.

Now that the Knight has resolved the exploration card, return it to the bottom of it's exploration deck.

Skill Tests – More details on skill tests can be found on page 17.

Experience and levelling up skills – More details on levelling up skills can be found on page 15.

After exploring a region, adventurers may either forage or skill there, depending on the icon shown. Since Port Sarim shows fruit, a resource icon, the Knight can forage to gain a fruit 🍒. The Knight takes a fruit token and adds it to their inventory. That's one of the ingredients the Cook needs for the feast!

Skilling and Foraging – More information on skilling and foraging can be found on page 20.

Gielinor Guide

WAIT! Before you finish your turn, there is another person in need in Port Sarim!

Adventurers can undertake side quests to help people of the kingdoms, and gain rewards for themselves. Accepting a side quest is what's known as a bonus action. Adventurers can perform one bonus action during their turn, after performing a quest action or exploring.

To accept the Making the Rounds side quest, take it, read the descriptive text and place it beside the Knight's character sheet. We'll see more of this side quest later.

MAKING THE ROUNDS
T
S
T
A lady carrying a tray of sandwiches asks to be escorted along the coastline as she "makes her rounds".
Adventurers can only accept this quest if they are in Port Sarim
To complete this quest, this adventurer must visit each of the regions listed below.
Melzar's Maze
Rimmington
White Wolf Mountain
Burthorpe
When this quest is completed, collect vault card T2.

Bonus Actions – More information on bonus actions can be found on page 21.

Side Quests – More information on side quests can be found on page 23.

Adventurer's Turns – More information on what an adventurer can do on their turn can be found on page 18.

The Skiller's Second Turn

In the Skiller's second turn, they should stay in Farmland and explore by taking an exploration card, and foraging to gain an egg 🥚 after resolving it.

They then use their bonus action to accept the Special Delivery side quest.

The Knight's Second Turn

In the Knight's second turn, they move to Rimmington, explore and forage.

The skill test in the Rimmington section of the exploration card gives the Knight a choice between two different skills that can be tested.

The Knight can either take a Ranged or Magic skill test. *Remember the Knight gains an XP in the skill they test.*

Since the Knight has now visited Rimmington, they now place a token RS over the corresponding icon of the Making the Rounds side quest.

RS
RS
MAKING THE ROUNDS
T
S
T
A lady carrying a tray of sandwiches asks to be escorted along the coastline as she "makes her rounds".
Adventurers can only accept this quest if they are in Port Sarim
RS
Melzar's Maze
Rimmington
White Wolf Mountain
Burthorpe
When this quest is completed, collect vault card T2.

The Skiller's Third Turn

The Skiller moves to Varrock and explores. Varrock is a capital region, which are explored slightly differently than provinces.

Instead of drawing an exploration card, the Skiller has the option to spend their GP to gain XP in the skills shown on the capital banner.

In Varrock, adventurers can spend one GP to gain a Magic, Thieving and / or Crafting XP and / or two GP for Ranged, Gathering and / or Cooking XP.

The Skiller now spends their GP, discarding it from their inventory, to gain an XP in Crafting.

After exploring, the Skiller forages to gain leather 🟫.

Capital Regions – More information on capital regions can be found on page 19.

When an adventure ends their turn in a capital region, they must advance the escalation track +1. So the Skiller moves the token RS on the escalation track up one slot.

We'll talk more about the escalation track later.

Escalation track – More information on the escalation track can be found on page 24.

The Knight's Third Turn

In the Knight's third turn, they move to Melzar's Maze and explore it. Melzar's Maze has a skill icon, ⚒, which means the Knight could skill Crafting now. This costs resource tokens, which are better saved for later, so we'll not skill this time around.

Remember to add a token RS to the side quest card for visiting Melzar's Maze.

The Skiller's Fourth Turn

In the Skiller's fourth turn, they move to the Grand Exchange, explore and forage.

The Grand Exchange is a special region that adventurers can use to exchange their resources, as a bonus action. The Skiller doesn't have much to exchange at the moment, so we'll skip this for now.

The Grand Exchange – More information on the Grand Exchange can be found on page 22.

The Knight's Fourth Turn

In the Knight's fourth turn, they move to White Wolf Mountain and explore. This time the Knight will skill to gain a Defence XP. To skill, discard the vegetable from the Knight's inventory and gain one XP.

Skilling – More information on skilling can be found on page 15.

Remember to add a token RS to the side quest card for visiting White Wolf Mountain.

The Skiller's Fifth Turn

In the Skiller's fifth turn, they move to Edgeville, explore and forage. Remember to advance the escalation track +1 for ending a turn in a capital.

The Knight's Fifth Turn

In the Knight's fifth turn, they move to Burthorpe, explore and forage.

Place another token RS on the side quest card. Now that the Knight has visited each of the regions listed on it, they have completed the quest, as per the instructions on the card.

Now that the side quest has been completed, the Knight gains the rewards listed at the top of the card – one Defence XP and two GP. In addition, the Knight follows the instructions on the card and collects vault card T2, then resolves the text on it.

Equipment – More information on equipment can be found on page 21.

Schematics – More information on schematics can be found on page 22.

Recipes – More information on recipes can be found on page 22.

Remember to advance the escalation track +1 for ending a turn in a capital.

LUNCH IS SERVED
T2
T
Sandwich Lady
"I hope everyone's hungry!!"
"The Sandwich Lady", as you have been referring to her, ignorant of her real name, is swarmed by the Burthorpe Imperial Guard. After picking her tray clean they actually thank you with some of their unused equipment.
Collect a Recipe Book card, then search the item deck and choose one of the starting equipment cards to begin the game with.
Shuffle the item deck afterwards.

The Skiller's Sixth Turn

In the Skiller's sixth turn, they move to Ice Mountain and perform the quest action on their side quest card.

Continuing the Demo

From there, the Knight and Skiller can continue playing until they either complete the Cook's Assistant quest, choose to stop, or run out of time.

When the token on the escalation track reaches the top of the, it resets to the bottom and players must take the top card of the escalation deck and resolve the text on it. This can cause a variety of effect in the main campaigns, but for Tutorial Island, it will end the tutorial (and the feast will be ruined!). We recommend reading the following sections, before continuing.

Adventurer's Inventories – More information on inventories can be found on page 15.

Clan Bank – More information on the Clan Bank can be found on page 21.

Teleporting – More information on teleporting can be found on page 18.

When the tutorial is over, you should read the remainder of the rulebook before moving onto the first campaign – Vampyre Slayer. You can also add additional players to the game by following the instructions detailed in the next section.

Adding Adventurers to the Game

Players can enter the game by collecting a character sheet, selecting one of the low-level adventurer miniatures, and placing it on the map, in a capital region without any other adventurers in it. They collect three GP and three different resources of their choice.

Now collect a recipe book card and search the item deck, choosing one of the **starting equipment cards**. This is the equipment adventurers will begin the game with. Shuffle the item deck afterwards.

Each player selects two of their skills to begin the game at level 2, the rest begin at level 1. More details on this can be found in the next section.

> We recommend using tally marks to keep track of your adventurer's skill levels.

Name
Skills
Melee
Ranged
Magic
Defence
Thieving
Gathering
Crafting
Cooking
XP
Wounds
Death Tally
Cape Objectives
Reach level 8 in any skill.
Reach level 3 in eight skills.
Have 15 coins.
Have one of each of the 12 resources.
Complete 4 side quests.
Side Quests Completed
3 When this adventurer completes a side quest, they gain one XP in a skill of their choice.
5 This adventurer can suffer one additional wound before dying.
8 This adventurer can teleport without discarding a GP.
12 This adventurer can equip one additional equipment card during a boss fight, of a type of their choice.
RUNESCAPE KINGDOMS
SHADOW OF ELVARG
Explor
You must draw an exploration card and resolve the section that corresponds with the region you are in.
You may forage or skill, depending on which icon the region shows.
Exploring a Capital
You may gain one XP in each different skill shown by discarding the corresponding number of GP.
You may forage.
You may place components from your inventory to the clan bank, or take any components from the clan banks and add them to your inventory.
BRONZE LONGSWORD
Starting Equipment — Weapon
A common weapon for novice adventurers.
Upgrade this equipment
Upgrade resources:
Collect vault card 39.
2/6
RECIPE BOOK
Ingredients
Any 3 different ingredients.
Bonus Action — Cook
Gain one cooked food or ration and discard three different ingredients.
1/6
Discard one ingredient.

RULES SECTION

This section covers everything players will need to know during their adventures across the kingdoms.

CHARACTER SHEETS, EXPERIENCE AND LEVELLING UP SKILLS

Character Sheets

Character sheets keep track of adventurer's skill levels and hitpoints. They also provide a reference for some other important information.

1. **Name** – Space for the player to write down the name of their adventurer.
2. **Wounds & Death Tally** – Space for adventurers to place the wound tokens they suffer, and to record the number of times they've died.
3. **Cape Objectives** – Details on how to level up the adventurer miniatures and gain a cape.
4. **Side Quest Benefits** – Passive benefits the adventurer receives once they have completed the corresponding number of side quests.
5. **Reference** – Reference information that will be useful to players.
6. **Skills** – Space to record the skill's current level.
   - A *Melee* – Skill in hand-to-hand combat.
   - B *Ranged* – Skill in ranged combat.
   - C *Magic* – Skill in casting magic.
   - D *Defence* – Skill in withstanding or avoiding danger.
   - E *Thieving* – Skill in awareness and dexterity.
   - F *Gathering* – The ability to make use of the world around them.
   - G *Crafting* – The ability to create and repair items.
   - H *Cooking* – The ability to cook with ingredients.
7. **XP Slots** – Space to place XP tokens when adventurers gain XP in the skill.
8. **Gold Pieces & Resources** – Save a space near the character sheet for GP, resource and food tokens.

Name
Wounds
Death Tally
Cape Objectives
Reach level 8 in any skill.
Reach level 3 in eight skills.
Have 15 coins.
Have one of each of the 12 resources.
Complete 4 side quests.
Side Quests Completed
When this adventurer completes a side quest, they gain one XP in a skill of their choice.
This adventurer can suffer one additional wound before dying.
This adventurer can teleport without discarding a GP.
This adventurer can equip one additional equipment card during a boss fight, of a type of their choice.
RUNESCAPE KINGDOMS
SHADOW OF ELVARG
Skills
Melee
Ranged
Magic
Defence
Thieving
Gathering
Crafting
Cooking
XP
Turn Reference
Move or Teleport
Action or Explore
Bonus Action
Reminder: If an adventurer ends their turn in a capital region, they must advance the escalation track +1.
Exploring a Province
You must draw an exploration card and resolve the section that corresponds with the region you are in.
You may forage or skill, depending on which icon the region shows.
Exploring a Capital
You may gain one XP in each different skill shown by discarding the corresponding number of GP.
You may forage.
You may place components from your inventory to the clan bank, or take any components from the clan banks and add them to your inventory.

Gold Pieces and Resources

Gold Pieces represent the currency of Gielinor. When an adventurer gains a GP, take a GP token from the supply and put it in the reserved space near their character sheet. When they discard or spend a GP, return the token to the supply. Do the same with resource tokens.

These tokens are double sided, and can be used to represent one or two GP or resources, depending on which side is face up.

If there are no tokens of any one type remaining, adventurers can't gain another. We recommend spending your GP and resources regularly so as not to miss out!

Capes & Levelling Up Adventurer Miniatures

The character sheets detail a number of cape objectives. When an adventurer achieves one of these objectives, they collect the cape cards, place one in their inventory and return the rest to the box. They may then replace their miniature with the corresponding levelled up miniature.

Each cape objective can only reward one adventurer in this way. Other adventurers must achieve a different objective to gain a cape and level up their miniature.

We recommend marking which objectives have been achieved on the character sheets.

Experience and Levelling Up Skills

When an adventurer gains an XP, place an XP token on the next empty slot in the corresponding skill. When an adventurer gains an XP in a skill with both slots already filled, the skill levels up. Instead of placing the new XP token, remove all the XP tokens from the skill and increase the skill level by one, marking this on the character sheet.

Skills can be levelled up to a maximum of 99.

Adventurers' Inventories

Adventurers can use the space around their character sheet as their inventory. This space can contain resources, food, GP, equipment and several other types of cards, which adventurers will discover as they play.

When multiple adventurers are in the same region, they can freely exchange anything in their inventories at any time during any of their turns.

Every skill will be required by at least one adventurer at some point during the adventure. So we recommend that adventures keep this in mind, and coordinate with each other, when deciding which skills they should level.

THE VAULT

The vault is home to many different types of cards, which can be collected in a variety of ways.

When an adventurer is directed to collect one or more cards from the vault, search them until the card(s) with the corresponding number(s) have been found, then return the rest in the same order.

Vault cards come in many different varieties, but do have some commonalities.

1
Garlic Wreath
4
2
Recipe
A valuable tool in the slaying of vampyres.
Resources
Required Skill
3
Bonus Action – Make the Garlic Wreath
Collect vault card 5, gain 2 XP, discard this card and all of the resources listed above.
3/6
Discard one of the resources listed above.
3
Vampyre Slayer
2
5
Morgan
Please, please help us, bold adventurer! Our little village has been dreadfully ravaged by an evil vampyre! He lives in the basement of the manor to the north. We need someone so scrupulously honest and fair and stiff I have a friend who is a retired vampyre hunter – his name is Doctor Marlowe. He may be able to give you some tips. Find him at the Blue Moon Inn in Varrock.
Gain 3 GP and 1 XP
4
Just a Frog
29
Special
Turns out it was just a frog...
Return this card to the vault.

1. **Vault Number** – this both identifies that the card should be in the vault deck at the start of the campaign, and shows the number adventurers should look for when searching for and collecting the card.
2. **Card Type** – there are many different types of cards in the vault – character, equipment, exploration, mini-boss, quest, recipe, schematic and special.
3. **Character cards** are unique to the vault deck and give players an opportunity to interact with the people of Gielinor. There are often rewards listed on a character card – these are gained by the adventurer who collected the card from the vault. Once a character card has been resolved, remove it from the game.
4. **Special cards** are unique. Once they have been collected from the vault, the cards themselves will instruct players what to do with them.
5. **Name** – the name of the character.

CAMPAIGNS

Each campaign has a campaign board and a boss fight, and will add a number of additional gameplay elements. The details of these are in campaign entries from page 34 onwards.

The campaign boards detail the quests players must complete in order to face the campaign's villain.

1. **Title of the Campaign**
2. **A Campaign Quest**
- **A Title**
- **B Descriptive Text** An in-world description of the task ahead.
- **C Campaign Quest Details** A description of what the adventurers will have to accomplish in order to progress.
3. **Campaign Quest Objectives** Each objective met is a step towards completing the campaign quest. When an objective has been met, place a token RS in this slot. The campaign quest is complete when all objectives have been met. Each objective can only be met once.
4. **Ordered Objectives** Ordered objectives work the same as regular quest objectives, but must be completed in the order shown.
5. **Skill Requirement** Some campaign quests can only be completed by an adventurer with a certain skill level.
6. **Skill Test Levels** Some campaign quests can be attempted by an adventurer with any skill level, but will require skill tests. The test levels for these are indicated here.
7. **Starting Campaign Quest** The first quest in a campaign always the one nearest the top of the campaign board.
8. **Campaign Quest progression** Campaign quests can't be attempted until the preceding quest has been completed.
9. **Restricted Progression** Campaign quests linked to previous ones by restricted progression can't be attempted until each of the preceding quests have been completed.
10. **Danger Card** Each campaign has a danger card, detailing how the unique rules for danger tokens in that campaign.

Campaign quests can be attempted and completed by any adventurer. Occasionally, campaign quests will be continued by cards collected from the vault. Quests continued in this way can still be attempted by any adventurer, unless otherwise stated.

1 VAMPYRE SLAYER
DREAD
7
A Speak to Morgan
B
C
3
Spoke to Morgan
10
5 REQUIRED SKILL
Speak to Dr Harlow
Dr Harlow is willing to help you in your quest, but first his lips must be wetted by beer newly brewed.
2
Spoke to Dr Harlow
REQUIRED SKILL 2
8
Wreath of Garlic
"Vampyres are somewhat weakened if they can smell garlic."
An adventurer with 3 or more can perform the following action – Collect vault card 4.
REQUIRED SKILL 3
Cooked the Wreath of Garlic
Stake
"Fetch a branch from the ancient Evergreen at the foot of White Wolf Mountain."
Place the Mini-Boss token on Taverley. The first adventurer to move onto that region collects vault card 6.
6 TEST LEVELS 4 2
4 Spoke to Evergreen 1 Acquired the Stake 2
Hammer
"Your everyday hammer won't work, you'll need to craft something specific."
An adventurer in Port Sarim with 3 or more, can perform the following action – Speak to Thurgo by collecting vault card 10.
REQUIRED SKILL 3
Spoke to Thurgo 1 Crafted the Hammer 2
9
Vampyre Slayer
Equipped with the best vampyre slaying equipment available, all that remains is the confrontation with the terrible Count Draynor.
An adventurer in Draynor Manor can perform the following action – Start the Count Draynor boss fight by following the instructions page XX in the campaign section of the rulebook.
TEST LEVELS 5 3 3 3 3 2 2

In the Vampyre Slayer campaign, adventurers must first complete the Speak to Morgan quest, followed by Speak to Dr Harlow. They may attempt and complete Wreath of Garlic, Stake, and Hammer as they see fit. After completing these three quests, they may attempt Vampyre Slayer to face down Count Draynor!

SKILL TESTS

In order to determine how an adventurer will fare against Gielinor's many obstacles, they will frequently have to take skill tests. This section describes how to resolve them.

1. **Skill** The skill an adventurer must use for the test. There will be between one and three different skills/test listed here.
2. **Test Level** How complicated this particular challenge is.
3. **Difficulty** How difficult the challenge is.
4. **Pass/Fail** What happens if the test is passed or failed.

Adventurers must prepare the test, make the dice roll and determine the result.

Prepare the Test

1. Identify the skill used in the test. If there is more than one skill/test shown, the adventurer may choose which they will take.
2. Compare the adventurer's skill level with the test level, and work out how many skill dice they will roll:
   - If the adventurer's skill level is lower than the test level, collect one die.
   - If the adventurer's skill level is equal to the test level, collect two dice.
   - If the adventurer's skill level is greater than the test level, collect three dice.
3. Check to see whether the equipment in the adventurer's inventory allows them to add the equipment die to the roll (page 15).

Make the Dice Roll

4. Roll the dice.

Determine the Result

5. Check to see whether the adventurer passes or fails the test. Each die that shows a result equal to or greater than the difficulty is successful, and only one success is needed to pass. Otherwise, the adventurer fails.
6. Resolve the effects of passing or failing the test, which are listed below the test. Not all skill tests have both a pass and fail effect: if nothing is listed there is no effect.
7. The adventurer gains one XP in the skill used for the test, even if the test was failed.

Dice

Rerolls
Rerolls are performed immediately after the original roll. The same dice can never be rerolled more than once.

Modifiers
Modifiers are applied immediately after the dice is rolled and can never take the total above 10 or below 1.

In the rare event that a die can be both rerolled and modified, the modifier is applied to both the original and the reroll.

Example skill test

Leo encounters a Melee skill test with a test level of 1 and a difficulty of 6. Since Leo's adventurer has a Melee skill of 2, higher than the test's test level, he collects three skill dice for the roll. Leo has no equipment that affects Melee skill tests, so the equipment die cannot be added. Now Leo can roll the dice.

Leo checks the result of the test. One die shows a 3, lower result than the difficulty of 6, so it isn't successful. Fortunately, the other two dice show 6 and 7, equal to and greater than the difficulty, so are successful. Since at least one of the dice rolled was successful, the test has been passed and Leo collects a meat token thanks to the pass effect.

Now that the test has been resolved, Leo's adventurer gains a Melee XP.

TAKING A TURN

Players will take turns with their adventurers to interact with the game. The turn order is determined at the beginning of each campaign, with the player who most recently played RuneScape or Old School RuneScape taking the first turn. This is the same throughout that campaign.

An adventurer's turn plays out in the following order:

1. **Move** The adventurer may move to an adjacent region.
2. **Explore or Perform a Quest Action** The adventurer must either explore the region they are in, or perform a quest action in that region, if there is one available.
3. **Perform a Bonus Action** The adventurer may perform a bonus action. There are a number of bonus actions detailed on various game components. Each will detail how and when they can be performed.

After this, the adventurer's turn ends and the next player begins theirs.

MOVING AND TELEPORTING

When an adventurer moves, they place their miniature in a region that is adjacent to the one they are currently in. Adjacent regions are connected by a travel path.

Instead of moving, adventurers may discard a GP to teleport. When an adventurer teleports they may move to any capital region as if it were adjacent.

An adventurer in Edgeville may move to Ice Mountain, Black Knight's Fortress, Barbarian Village or the Grand Exchange, since they are all adjacent to Edgeville.

They may also discard a GP to travel to Burthorpe, Falador, Varrock or Lumbridge, by teleporting.

EXPLORING

When an adventurer explores, follow the steps below in an order of their choice:

1. Explore the region.
2. Skill or forage.

Province and capital regions are explored differently.

Exploring a Province

To explore a province, collect the top card of the exploration deck that corresponds to the province's area.

Then identify the entry that corresponds with the province the adventurer is in, and resolve that entry by reading it aloud and taking the skill test shown.

1. **Area** The title of the capital associated with the area.
2. **Entries** Three different sections, one for each province in the area.

1 FALADOR
VS
2 Barbarian Village
Show your ranged skill or prepare to defend yourself against barbarians.
1/7
Gain 3 GP.
Suffer a wound.
2 Rimmington
Generous farmers will often share their crop with helpful adventurers.
1/4
Gain an ingredient of your choice.
2 Port Sarim
Some drunken sailors, spoiling for a fight, catch you by yourself.
1/8
Gain a GP.
Suffer a wound or discard 2 GP.

Some exploration cards do not have separate sections for different regions. In this case, the entry is resolved regardless of which province the adventurer is in.

After an exploration card has been resolved, it is returned to the bottom of its deck.

The exploration decks will change throughout campaigns, and from one campaign to the next, as the narratives progress. Only add or remove cards from them when specifically instructed.

PORT SARIM
FALADOR
VS
Barbarian Village
Show your ranged skill or prepare to defend yourself against barbarians.
1/7
Gain 3 GP.
Suffer a wound.
Rimmington
Generous farmers will often share their crop with helpful adventurers.
1/4
Gain an ingredient of your choice.
Port Sarim
Some drunken sailors, spoiling for a fight, catch you by yourself.
1/8
Gain a GP.
Suffer a wound or discard 2 GP.
Port Sarim
Some drunken sailors, spoiling for a fight, catch you by yourself.
1/8
Gain a GP.
Suffer a wound or discard 2 GP.

The wizard explores Port Sarim and so only reads that section and takes the skill test, as shown.

When exploring a province region, adventurers may skill or forage, as described on page 20.

Capital Regions & Exploring Them

When an adventurer explores a capital they may gain one XP in one or more of the skills shown, by discarding the number of GP shown above each skill.

Adventurers in capital regions may freely use the clan bank during their turn.

When exploring a capital region, adventurers may forage, as described on page 20.

Each time an adventurer ends their turn in a capital region, they must advance the escalation track by +1. (See Escalation on page 24.)

Drawing Event Cards When Exploring

Some entries on exploration cards show a random event icon. When resolving one of these entries, return the card to the bottom of the deck, then draw and resolve an event card from the event deck. After resolving an event card, place it face up, beside the event deck, to form the event discard pile. If there are no cards remaining in the event deck, shuffle the discard pile and place it face down to refresh the event deck.

Some cards offer players a choice of two or more different options. In this case, only one of the effects is resolved.

The Clan Bank

At the clan bank, adventurers can stash their resources, GP and equipment for another adventurer to collect later. An adventurer may take any number of their resources, GP or equipment cards from their inventory and put them into the clan bank, or take any number of these from the clan bank and place them in their inventory. Anything can be collected from the clan bank by an adventurer in any capital region, regardless of which region it was originally stashed in.

Foraging & Skilling

There are eight provinces with different skill icons, and seven with resource icons. Each capital has a different resource icon.

When an adventurer explores a province or capital with a resource icon, they may forage. If they do, they gain one of the corresponding resource, or one GP.

When an adventurer explores a province with a skill icon, they may skill. To do so, the adventurer must discard between one and three different resource tokens. They then gain a number of XP in the corresponding skill, equal to the number of discarded tokens.

Exploring a Capital Example

The Skiller explores Lumbridge and wants to gain XP in Cooking and Defence, so discards a GP for the Cooking XP and two for Defence, discarding three GP in total. They then gain a wood resource token by foraging the region. They don't have much use for wood at the moment, but another adventurer in their party might, so they put the wood in the clan bank. At the end of their turn they must advance the escalation track by +1 since they are in a capital region.

Performing a Quest Action

Quest actions are specific to the component they are listed on – usually a campaign board or side quest as 'action'. Often, these can only be attempted by an adventurer in a specific region or with a specific skill level. Take care and plan which adventurer is best suited to attempt a certain quest action. Quest actions are performed instead of exploring, and adventurers can't forage or skill when performing one.

SPEAK TO MORGAN
The people of Draynor Village live in constant terror. Their numbers are dwindling, all due to a foul creature lurking in the manor to the north known as the vampyre. One villager, Morgan, seeks aid.
An adventurer in Draynor Village, with 1 or more, can perform the following action –
Speak to Morgan by collecting vault card 2.
REQUIRED SKILL 1
PORT SARIM
DRAYNOR VILLAGE

Action Example

This quest action can only be performed by an adventurer in Draynor Village, with a Defence level of at least 1. Since the Knight is in Draynor Village, and all skills start the game at level 1, they can perform the action by collecting a card from the vault, as described.

After reading and resolving the vault card, the Knight has finished performing the action.

VAMPYRE SLAYER 2
MORGAN
"Please, please help us, bold adventurer! Our little village has been dreadfully ravaged by an evil vampyre! He lives in the basement of the manor to the north. We need someone to vanquish him once and for all! I have a friend who is a retired vampyre hunter – his name is Doctor Harlow. He may be able to give you some tips. Find him at the Blue Moon Inn in Varrock."
Gain 3 GP and 1 XP

Bonus Actions

Adventurers can attempt up to one bonus action during their turn.

Bonus actions are individually detailed on several different game components. Some of the most common bonus actions are: crafting a schematic or upgrading equipment, cooking a recipe, using the *Grand Exchange*, or accepting a side quest.

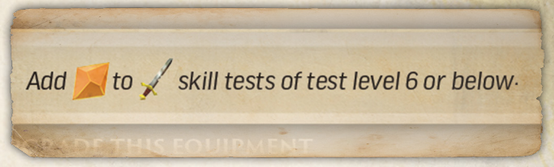
To perform a bonus action, follow the instruction detailed on that specific component. Most of the time, your adventurer won't have any bonus actions to take.

Often, an quest or bonus action will involve taking a skill test. The ones that do will include details of the test.

Equipment, Schematics and Recipes

Equipment

An adventurer can gain a variety of benefits from the equipment cards in their inventory. Most commonly, adding the equipment die to skill tests.



Some equipment can only be used by an adventurer with a certain skill level. If this is the case, the equipment will detail it.

There are four different types of equipment: weapon, armour, accessory and cape. An equipment's type only has an effect during boss fights, which are covered on page 28.

Schematics

Adventurers can use their Crafting skill to create items with any suitable schematics and materials in their inventory. This can also be part of a quest.

Crafting an item is a bonus action, and can be performed by following the instructions on the schematic or equipment card.

1	**Materials or Resources**	A list of all the materials or resources the adventurer must have in their inventory to attempt to craft the item.
2	**Skill Test**	The skill test the adventurer must pass to craft the item. The pass/fail entries will also detail what happens to the listed materials.

Occasionally, an item can only be crafted by an adventurer with a high enough skill level. This will be detailed on the schematic.

Upgrading Equipment

Some equipment cards can be upgraded, including the starting equipment, in the same way as an item would be crafted with a schematic. Upgradable equipment will list the resources required to attempt the upgrade, a skill test and a vault card to collect if the test is passed.

BRONZE LONGSWORD
Starting Equipment — Weapon
A common weapon for novice adventurers.
Add to skill tests of test level 2 or below
Upgrade this equipment
Upgrade resources:
Collect vault card 39
2/6

In addition, when upgrading equipment, apply the following pass/fail effects to the skill test.

Discard all of the upgrade resources and the card.

Discard one of the upgrade resources.

Upgrading Equipment Example

Zoe has the upgrade materials, listed on her Wooden Bow and wants to upgrade it. So, after moving and exploring the region her adventurer's in, she performs a bonus action to attempt to upgrade it. She takes the Crafting skill test and passes! Following the instructions on the pass effect of the skill test, she collects the upgraded equipment card from the vault, then discards the Wooden Bow card and the resources she used to upgrade it.

SHORTBOW
Starting Equipment — Weapon
An accurate bow, but it sacrifices range and power.
Add to skill tests of test level 2 or below
Upgrade this equipment
Upgrade resources:
Collect vault card 42
2/6

Then she gains a Crafting XP, as usual.

MAPLE SHORTBOW
42
Equipment — Weapon
The natural properties of maple make it ideal for bows, and this one has been crafted with skill
Add to skill tests of test level 6 or below
Upgrade this equipment
Upgrade resources:
Collect vault card 50
6/6

Recipes

Recipes allow an adventurer to cook with ingredients in their inventory, in the same way schematics allow adventurers to craft weapons. When an adventurer successfully cooks food, they gain the corresponding type of food token: cooked meals or rations.

Cooking a recipe is a bonus action, and can be performed by following the instructions on the recipe card.

1 **Ingredients**
A list of all the ingredients the adventurer must have in their inventory to attempt to cook the recipe.

2 **Skill Test**
The skill test the adventurer must pass to cook the recipe.

Occasionally, a recipe can only be cooked by an adventurer with a high enough skill level. This will be detailed on the recipe.

Cooked Meals
An adventurer may discard a cooked meal token from their inventory at the beginning of their turn to heal two wounds. Cooked food cannot be eaten during a boss fight.

Rations
During a boss fight, instead of moving or performing a combat action, an adventurer may discard a ration token to heal three party hitpoints (Page 33).

The Grand Exchange

In addition to being a province like any other, the Grand Exchange allows adventurers to buy, sell and trade their resources.

Adventurers in the Grand Exchange may perform a bonus action to use it.

When an adventurer uses the Grand Exchange, they may complete any number of the following transactions:

- **Discard a resource to gain another.**
- **Discard a resource to gain a GP.**
- **Discard two GP to gain a resource.**
- **Discard five GP to draw the top four cards from the item deck, add one to their inventory and shuffle the rest back.**

Side Quests

Adventurers can undertake side quests to help the people of Gielinor. Completing side quests is never a requirement in progressing through a campaign, but will give adventurers useful rewards to help them along.

1 **Title**

2 **Descriptive Text**

3 **Length** — Side quests are classed as either short (S), medium (M) or long (L). This should give adventurers an idea of their undertaking before they accept one.

4 **Difficulty** — As adventurers make their way through the campaigns, side quests will begin to increase in difficulty - Novice (N), Intermediate (I), Hard (H) and Very Hard (VH).

5 **Rewards** — when a side quest is completed, the adventurer gains the rewards listed here. The rewards can also be an indication of which skills may be tested during the quest.

6 **Quest instructions** — how an adventurer should proceed through the side quest.

7 **Campaign Icon** — side quests are added to the game with each campaign. This icon shows which campaign the side quest is associated with - Vampyre Slayer (VS), Demon Slayer (DS), Flame slayer (FS) or Dragon Slayer (DRS).

Each campaign will add new side quests to the game, which will form an evolving side quest deck.

Adventurers can accept a side quest as a bonus action. To accept a side quest, look through each of the cards in the side quest deck, take one and place it beside the character sheet. Some side quests can only be accepted by an adventurer in a specific region. Check this carefully before accepting one.

The number of incomplete side quests an adventurer can have at any given time depends on the number of adventurers in the game:

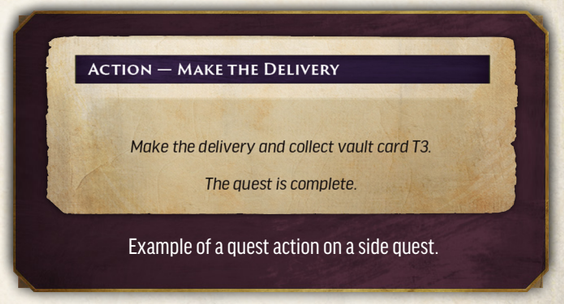
1	**Three side quests.**
2-3	**Two side quests.**
4+	**One side quest.**

If an adventurer wants to accept a side quest, but already has their maximum, they may swap one they have already accepted for one in the quest deck.

Each side quest is unique and will often have different requirements to be completed. A side quest will detail how it can be advanced, continued or completed.

Some side quests will ask an adventurer to collect a vault card to continue the quest. When this happens, the vault card replaces the original side quest card, which is removed from the game.

Most side quests require an adventurer to perform one or more quest actions, as described on page 21.



Example of a quest action on a side quest.

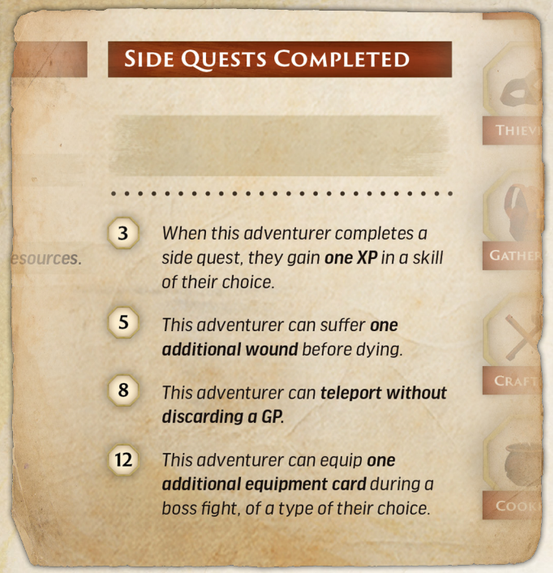
Other side quests require adventurers to visit or perform a specific action in certain regions, while they have the side quest. When an adventurer achieves this, place a token RS over the corresponding icon on the side quest card to keep track.

If an adventurer is placed in a region, for any amount of time, they have visited the region. This does not use an action or bonus action.

RS RS

The adventurer with this side quest has already visited Rimmington and Melzar's Maze, but hasn't gotten to White Wolf Mountain or Burthorpe yet.

Side Quest Benefits


Side Quests Completed
esources.
3 When this adventurer completes a side quest, they gain one XP in a skill of their choice.
5 This adventurer can suffer one additional wound before dying.
8 This adventurer can teleport without discarding a GP.
12 This adventurer can equip one additional equipment card during a boss fight, of a type of their choice.

When an adventurer completes a side quest, they add a tally to this section of their character sheet to keep track of the total number they have completed. Adventurers gain the benefits detailed here once they have completed the corresponding number of side quests.

Escalation and Danger

Escalation

Each campaign has a unique escalation deck that represents the growing threat posed by the campaign's villain.

There will always be a token RS on the escalation track. Each time a rule advances the escalation track, move the token up a number of slots as indicated. When it reaches the top, reset it to the lowest slot, collect the top card from the escalation deck, read it aloud and resolve any effects detailed on it. Then place the card face up next to the escalation deck, over any previously resolved escalation cards.

The cards in the escalation deck are numbered, starting from 0, on the top card, and are drawn in ascending order.

1
VAMPYRE AWAKENS!
2
0
3
In the crypt beneath Draynor Manor, Count Draynor awakens, eagre to slake his thirst for blood!
Place danger tokens in:
Draynor Manor
Draynor Village
4
Collect vault card 24 and shuffle it into the Lumbridge exploration deck. Then collect vault card 1 and place it on top.
OODLUST
1
oms echo in the night, far beyond the borders of ynor Village, as the bloodthirsty Count Draynor extends his rampage.
Place danger tokens in:
Tower
Barbarian Village
Farmland
Collect vault card 25 and place it on top of the Faladar exploration deck.
Collect vault card 26 and shuffle it into the Varrock exploration deck.

1. **Title**
2. **Peril and Order Number** — The peril level will affect the overall ending of the game. At the end of each campaign, players will be prompted to take a note of the peril level. The escalation cards in each deck are ordered according to these numbers.
3. **Descriptive Text** — An explanation of what's happening, in non-rules text.
4. **Effects** — The effects to resolve when the card is first drawn.

Peril

There are multiple possible endings, depending on the final peril level at the end of the game, after the Dragon Slayer campaign. Take care not to let it rise too high!

Dangerous Regions

Several effects can cause danger tokens to be placed on a region, marking the region as dangerous. Danger tokens have different effects from campaign to campaign, with each detailing their effect on their specific danger card.

DREAD
An uneasy tension fills the air. The possible presence of Count Draynor fills you with dread and makes your movements sluggish.
When an adventurer takes a skill test in a region with a danger token, they roll one fewer skill dice, to a minimum of 1.

In the Vampyre Slayer campaign, adventurers roll fewer dice when taking skill tests in dangerous regions.

The Item Deck and Consumables

Throughout their travels, adventurers may be asked to draw from the item deck, by taking the top card from the deck and adding it to their inventory.

The item deck contains a range of different types of cards, including consumables.

There are a variety of benefits an adventurer can gain from using a consumable. Read each consumable card carefully to see when it can be used, and how it might be of help

POTION
You may discard this card at the start of your turn to heal 2 wounds.
During a boss fight, you may discard this card at the start of your turn to heal 5 wounds.

When a consumable card is discarded, place it face up beside the item deck, in the item discard pile.

If an adventurer is asked to draw from the item deck and there are no cards left, shuffle the discard pile and place it face down to refresh the deck.

Wounds and Dying

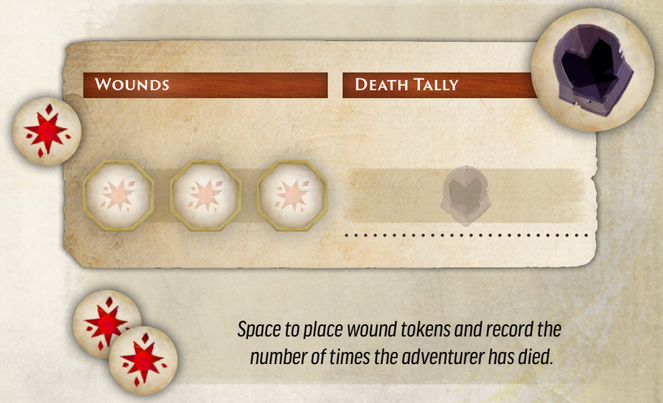
There are a variety of ways adventurers can suffer wounds. When an adventurer suffers one or more wounds, place a corresponding number of wound tokens on their character sheet.

If an adventurer has three or more wound tokens, they have died. However, this is not the end...

Each time an adventurer dies, the following steps must be followed immediately.

1. The adventurer's turn immediately ends
2. If vault card **23**, Death, is not already in play, collect it from the vault and place it somewhere each player can see it. The Death card remains in play from the remainder of the game.
3. Place the Death token in the same region as the adventurer.
4. Select an equipment card in the adventurer's inventory and place it under the Death card. If they do not have an equipment card to select, they must discard all of their GP.
5. Discard each of the adventurer's wound tokens.
6. Advance the escalation track +1.
7. Increase the adventurer's death tally by one.
8. Place the adventurer in the closest capital to the region where they died.

While the Death token is on the map, an adventurer in the same region can perform a bonus action to persuade him to return an equipment card he is holding. See the Death card for details.



Space to place wound tokens and record the number of times the adventurer has died.

MINI—BOSSES

There is no need to read this section until the adventurers encounter a mini-boss.

During the campaigns, adventurers will come up against formidable foes in mini-bosses. These enemies must be fought in a unique way, as described in this section.

Setting up for a fight

When a mini-boss is encountered, players will be instructed to place the mini-boss token on a specific region.

1	**Adventurer Slots**	Spaces to place the adventurer miniatures.
2	**Party Benefits**	Table of cumulative benefits for having more than one adventurer in the fight.
3	**Action Card Slot**	Spaces to place the mini-boss action cards.
4	**Hitpoint Track**	The mini-boss's remaining hitpoints (HP).

Before entering the fight, and adventurer will collect a mini-boss card, as instructed by a quest. This card will detail the mini-boss's starting hitpoints, which mini-boss action cards to collect and place on the mini-boss board, and the rewards adventurers will receive if they defeat it. Keep the mini-boss card until it has been defeated.

Mini-boss action cards detail the actions adventurers can perform when they are in a boss fight, and are placed on the mini-boss board, as shown below. Which slot each card is placed on is not important.

MY BRANCHES! 6
MINI-BOSS — EVERGREEN
As you approach the ancient tree, ready to hack off a branch, its bark slowly shifts, revealing a knot resembling the face of an elderly man.
"Back!" slowly booms its commanding voice. "The days that I would allow foolhardy adventurers to part one of my limbs are gone! Find another way to slay whatever vampyre needs killing this time!"
It seems you have a fight on your hands to get a branch.
FIGHT FOR A BRANCH
Collect vault cards 7 and 8, and place them on the mini-boss board. Evergreen starts the fight with 5 HP.
When Evergreen is defeated, collect vault card 9, and each adventurer in the fight gains 3 XP in a skill of their choice.
NEEDLE SPRAY 7
MINI-BOSS — EVERGREEN
Needles spray from the Evergreen in all directions. Take cover!
RS
DEFEND YOURSELF
Place a token RS on this card.
2/6
Suffer a wound.
BRANCH LASH 8
MINI-BOSS — EVERGREEN
Get in close to make an attempt at hacking a branch off, as they swipe at you.
Reduce the test level and difficulty of the skill test by one for each token RS on the Needle Spray card.
HACK A BRANCH
Inflict a wound on Evergreen for each success, then remove each token RS from the Needle Spray card.
4/8
Suffer a wound.
MINI BOSS HEALTH
10 9 8 7 6
RS 4 3 2 1
BONUSES
+1 SKILL
-1 DIFFICULTY
+1 SKILL
-1 DIFFICULTY
ADVENTURERS
1 2 3 4 5

Fighting a Mini-Boss

An adventurer in the same region as a mini-boss token can use their action to place their miniature onto the mini-boss board, in the first available slot, and fight it. Adventurers that begin their turn on the mini-boss board must either spend their whole turn fighting, or move onto the same region as the corresponding mini-boss token and continue their turn as normal.

To fight a mini-boss, an adventurer must select one of the mini-boss action cards and resolve any effects detailed on it.

1	**Name of the action**
2	**Descriptive text**
3	**Details of the action**
4	**Vault number**
5	**The name of the mini-boss**

Each time an adventurer makes a skill test as part of a mini-boss action, they gain a benefit based on the total number of adventurers currently in the fight, as shown in the table on the mini-boss board. These benefits are cumulative.

When an adventurer inflicts a wound on a mini-boss, move the token on the mini-boss hitpoint track down one slot. When the token would be moved below '1', the mini-boss is defeated.

When a mini-boss is defeated, place each adventurer in the fight in the region with the mini-boss token, then discard the token and action cards.

If an adventurer dies while in a mini-boss fight, they must be placed back on the map, in the same region as the corresponding mini-boss token; then follow the normal steps for resolving the death of an adventurer (page 25).

Adventurers never gain XP for taking a skill test as part of a mini-boss action. They will instead gain XP when the mini-boss is defeated, as described on the mini-boss card.

Leo must decide which mini-boss action card to resolve during his turn, and chooses the Needle Spray card. Since Lara's adventurer is also in the fight, Leo gains +1 to his Defence skill, bringing it to 3 and allowing him to roll three dice in the skill test. Leo passes the Defence skill test, and places a token RS on the card.

Lara decides to resolve the Branch Lash card with this test. She has Melee skill 2.

Because there are two adventurers in the fight her Melee skill counts as 3 instead of 2.

Because there is a token RS on the Needle Spray card, the test level counts as 3 instead of 4.

Because Lara's skill of 3 matches the test level of 3, she rolls 2 dice.

She rolls a 7 and 8, both of which succeed, again thanks to the token RS reducing the difficulty of the test. This means Lara has inflicted two wounds on Evergreen!

BOSS FIGHTS

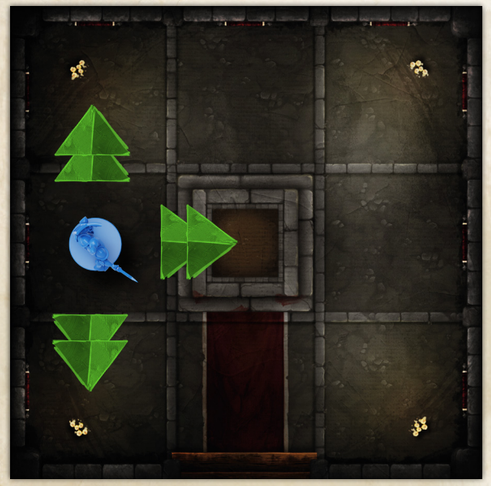
You won't need to read this section until you attempt to fight a boss.

This section will detail how adventurers can take on powerful boss enemies. The specifics of each boss fight are detailed in the corresponding campaign section.

Battleground

Bosses are fought off the map, on the unique battlegrounds printed on the back of the corresponding campaign board. To begin a boss fight, clear everything from the campaign board and flip it over.

The battleground is split into several spaces. Each space is a separate section of the battleground. Spaces are adjacent to one another if they share an edge, as shown.



Spaces next to each other horizontal or vertically are adjacent to each other.

Spaces next to each other diagonally are not.

In addition, several spaces will have terrain cards placed on them. The setup of the terrain cards in the Count Draynor fight is shown opposite.

Terrain cards are all double sided, and sometimes have to be flipped during the fight. Before a terrain card is flipped, lift each miniature in the same space, replacing them afterwards.

1
UNSTABLE GROUND
2
Adventurers in this space can never roll more than one die when taking a or skill test.
ELETON
turn as normal, an adventurer on ake the following skill test.
3/6
Suffer a wound and move to an adjacent space.

1 **Title** — The title of this specific side of the terrain card.

2 **Effect** — Any effects this side of the terrain card has. Only the effects listed on the side of the card that is showing are in play.

Equipment in Boss Fights

Just before entering a boss fight, adventurers may freely exchange resources and equipment. Then they must select which of their equipment cards they will equip for the fight. Only the equipment cards an adventurer has equipped will have any effect during that boss fight. The rest of the equipment in their inventory cannot be used until the fight is over.

There are four different types of equipment: weapon, armour, accessory and cape. An adventurer can't be equipped with more than one card of any type of equipment. Adventurers can't exchange items between their inventories during a boss fight and can't equip or remove any equipment.

The Initiative Track

The initiative track determines the order adventurers and the boss will take their turns. It is made up of adventurer initiative cards and boss behaviour cards, dealt from left to right.

Boss behaviour cards detail how the boss will act during that turn, as described on page 32.

To set up the initiative track, follow these steps.

1. Take the adventurer initiative cards corresponding to each adventurer miniature being used and shuffle them together. If there are fewer than four adventurers, players will need to take additional initiative cards, as detailed in the next section.
2. Take a number of boss behaviour cards, at random, equal to the number of initiative cards and shuffle them together, separately from the initiative cards.
3. Pick one adventurer initiative card at random and place it near the game board where there is table space to place more cards to the right of it.
4. Pick one boss behaviour card at random and place it to the right of the previous card, face up.
5. Repeat steps 3 and 4 until each of the cards have been placed.

Once the initiative track has been set up, the first round of the boss fight can begin.

Example of an initiative track.

Playing With Fewer Adventurers

If there are fewer than four adventurers fighting a boss, players should play the fight with fewer starting hitpoints and one or more additional initiative cards, as detailed below.

To add an additional initiative card to the fight, take one of the unused initiative cards and add it to the initiative cards the adventurers will be using in the fight. These cards are dealt onto the initiative track as normal.

When one of these initiative cards takes a turn, any adventurer may take an additional turn. An adventurer can't take another additional turn, as a result of this, until each other adventurer has also taken one.

Five Adventurers — The party's starting and maximum hitpoints is 20.

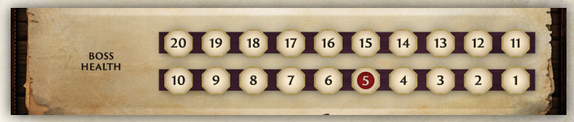
Four Adventurers — The party's starting and maximum hitpoints is 20.

Three Adventurers — The party's starting and maximum hitpoints is 17. Add one additional initiative card to the fight.

Two Adventurers — The party's starting and maximum hitpoints is 14. Add two additional initiative cards to the fight.

One Adventurer — The party's starting and maximum hitpoints is 11. Add three additional initiative cards to the fight.

Hitpoint Board



Boss and adventurer hitpoints are tracked on the hitpoint track, on the reverse side of the mini-boss board. Boss's starting hitpoints are each detailed in their campaign entries, by placing a token **RS** in the corresponding slot.

Adventurers' hitpoints are tracked collectively, and start as detailed in the previous section. More information on this can be found later in the Boss Fights section.

Rounds and Turns

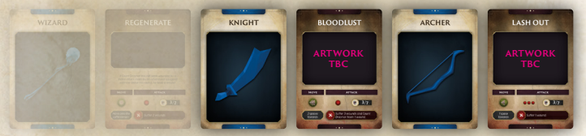
Boss fights take place over consecutive rounds. Each round is made up of a number of turns equal to the number of adventurer initiative cards and boss behaviour cards in the initiative track. At the start of each round, the miniature with the highest initiative (i.e. with their card in the furthest left space) takes the first turn.

Once a miniature has finished their turn, tilt their initiative card 45° to the left to indicate they have taken their turn this round. A card that is tilted this way has been exhausted.

The next miniature to take a turn is determined by the card with the highest initiative that is not exhausted. Repeat this process until each card in the initiative track has been exhausted.

When all cards have been exhausted, the round enters the end phase. Adventurers should check to see if there are any effects in the fight that should be resolved now. If there is more than one effect to resolve, the adventurers may decide the order. Afterwards, a new initiative track is set up.

Note: The boss behaviour cards are selected randomly each time the initiative track is placed.



The Knight is the next miniature to take a turn.

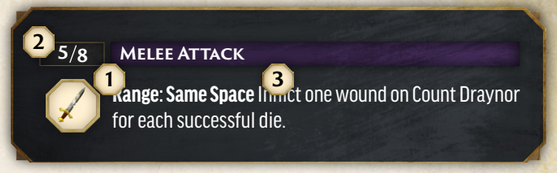
Occasionally, an effect can cause one or more cards on the initiative track to move. When moving a card on the initiative track, select one card and swap its place with one of the cards next to it. This can't exhaust a card that has yet to take a turn, or cause a card to take a second turn in the same round.

An Adventurer's Turn

During a boss fight, an adventurer's turn is split into two actions, in order – move and combat.

As the first action of their turn, an adventurer may move from the space they are currently in to an adjacent space.

As their second action, an adventurer may make one combat action, chosen from the list detailed on the boss fight entry.



1 **Range** — The action can affect a miniature or card within the range listed, counted through adjacent spaces from the one the adventurer is in. If the range is Battleground, the action has unlimited range.

2 **Skill Test** — Each action requires that the adventurer pass a skill test.

3 **Pass Effect** — Boss action skill tests usually only have an effect if the skill test is passed, and often give a greater benefit for more successful dice, unlike regular skill tests.

Equipment Combat Actions

Some equipment cards detail a combat action that can be used in a specific boss fight. An adventurer equipped with one of these cards can make the combat action shown there.

1 **Combat Action** — The combat action, and fight it can be performed in.

2 **Details** — The details of the combat action.

STAKE
9
EQUIPMENT — WEAPON
A wooden stake capable of halting a Vampyre's regenerative capabilities.
This equipment can only be equipped by an adventurer who is also equipped with the Stake Hammer.
COUNT DRAYNOR — HEARTSTOPPING STRIKE
Range: Same Square
Inflict one wound on Count Draynor for each successful die.
3/5

XP in Boss Fights

Adventurers never gain XP for taking a skill test during a boss fight. They will instead gain XP when the boss is defeated.

Rations

During a boss fight, instead of moving or performing a combat action, you may discard a ration token to heal three party hitpoints.

Boss Hitpoints

A boss's remaining health is tracked by their hitpoint track, as shown.

When an adventurer inflicts a wound on a boss, move the token on the boss hitpoint track down one slot.

If a boss heals a wound, move the token up one slot. This can't cause the token to move above the 20 slot.

When the token is moved below 1, the boss is defeated and adventurers should read the corresponding section of the boss fight entry.

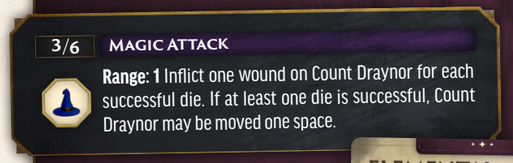
Enrage

Each boss fight has an enrage effect, representing the boss enemy reacting to the circumstances of the fight.

When the token is first moved onto or below the enrage 5 slot, the boss's enrage rule takes effect. The enrage effect for each boss is different, and is detailed in their entries.

It is possible for enrage to take effect in other ways, which will be detailed in the boss fight entry. It is never possible for enrage to take effect more than once in a single fight.

Lara's adventurer begins their turn by moving one space. This brings her to range 1 of Count Draynor, within the range of the Magic Attack action. Her skill is higher than the test level, and her Elemental Battlestaff lets her add the equipment die, so she rolls all 4 dice!


3/6
MAGIC ATTACK
Range: 1 Inflict one wound on Count Draynor for each successful die. If at least one die is successful, Count Draynor may be moved one space.

Lara rolls a 1, 3, 8 and 10. Since two dice were successful, Count Draynor suffers two wounds, as described in the next section. In addition, since she rolled at least one success, she may move Count Draynor into an adjacent space of her choice.

Now that the combat action has been resolved, Lara's turn ends.

BOSS TURNS

Each time a boss takes a turn, they act as described on the corresponding behaviour card. These turns are made up of a move and an attack, like an adventurer's turn.

1. **Name of the behaviour**
2. **Special Effect** — Sometimes a boss's behaviour will have a unique effect on the fight.
3. **Movement** — How the boss miniature will move around the battleground.
4. **Attack** — How the boss miniature will attack. Not all boss behaviour cards cause the boss to attack.

MOVEMENT

When a boss moves they will either move towards an adventurer **in relation to the initiative track,** or into a specific space.

There are a few icons that determine how a boss moves in relation to the initiative track:

- Moves towards the adventurer with the closest initiative card, on the left of the boss behaviour card.
- Moves towards the adventurer with the closest initiative card, on the right of the boss behaviour card.
- Moves towards the adventurer with the initiative card furthest to the left.
- Moves towards the adventurer with the initiative card furthest to the right.
- Move into a specific space, as detailed on the card.

If there is more than one route a boss could take while moving towards an adventurer, the players may decide which it takes. Bosses will ignore any additional initiative cards. If this causes no adventurer to be eligible for the boss to move towards, the card is treated as having the ◀◀ icon until the end of that turn.

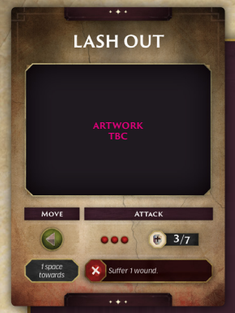
ATTACK

1. **Target** — The attack will be made against each adventurer in the area shown, relative to the position of the boss miniature.
2. **Skill test** — The skill test an attacked adventurer must pass to avoid taking damage.
3. **Fail Effect** — All boss behaviour attacks only have an effect if the adventurer's skill test is failed.

There are a number of different areas a boss attack can target.

- **Same Space:** this attack targets each adventurer in the same space as the boss.
- **Horizontal:** this attack targets each adventurer in a space horizontally aligned with the boss.
- **vertical:** this attack targets each adventurer in a space vertically aligned with the boss.
- **Grid:** this attack targets each adventurer in the battleground spaces highlighted ■.
- **Vertical & Horizontal:** this attack targets each adventurer in a space vertically or horizontally aligned with the boss.
- **Same Space & Adjacent Spaces:** this attack targets each adventurer in the same space as the boss, and each adjacent space.
- **Special:** this attack targets a unique area, as described on the corresponding text.

When a boss makes an attack, each adventurer in the target area must separately make a skill test to try to avoid it. The fail effect is applied for each adventurer that fails.

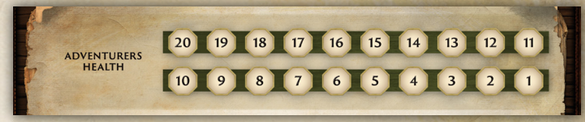


There are no special effects to resolve on the Lash Out behaviour card, so Count Draynor goes straight to movement. The position of the initiative cards means he will move towards the Knight miniature.

Now Count Draynor will attack. The attack on Lash Out targets both the Knight and Skiller adventurers, since they are both in spaces in the target area.

Both the Knight and Skiller are unfortunate enough to fail their Defence skill tests, resulting in the party suffering a total of two wounds, as described in the Party Hitpoints secion.

PARTY HITPOINTS



During boss fights adventurers do not have separate hitpoints. Instead, they have a single hitpoint track that represents the overall health of the party.

When any adventurer suffers a wound during the boss fight, move the token on the party hitpoint track down one slot. If the token is moved below '1', the party has been defeated and players should read the corresponding section of the boss fight entry.

If the party heals a wound, move the token up one slot. This can't cause the token to move above the party's maximum hitpoints (Page 29).

CAMPAIGNS

There are four campaigns that make up the Shadow of Elvarg adventure – Vampyre Slayer, Demon Slayer, Flame Slayer and Dragon Slayer.

Each of these campaigns should be played in the order listed above, and players are encouraged to keep their adventurer's skills, XP, and inventory from one campaign to the next. However, if players do not carry their adventure over, for whatever reason, we have included an adventurer guide with each campaign. Players should follow this guide to prepare their adventurer for the perils they'll face in the subsequent campaign.

CAMPAIGN 1 – VAMPYRE SLAYER

During the day, a bright sun bathes the kingdoms of Misthalin and Asgarnia, casting its benevolent light over contented villagers, feted rulers and prosperous kingdoms. But as night draws in, a dreaded foe stirs from his slumber...

New Adventurer Guide

Follow the instructions in the Adding Adventurers to the Game section on page 13.

Set Up

- Follow the instructions in the Setting Up section on page 06, and collect the Vampyre Slayer cards from the box.
- The vault should be made up of cards 0-54.
- The side quest deck should only have cards with the Vampyre Slayer VS in the top right corner. Take these side quests and place them in the playing area to form the side quest deck. Adventurers must accept a side quest now. If this is your first time playing, we recommend accepting one of the starting side quests.
- Collect the Vampyre Slayer escalation deck and place it beside the escalation track
- Place a token RS in the lowest slot of the escalation track , if there isn't already one there.
- Return the rest of the cards to the box. They will be needed for the Count Draynor boss fight.
- Place the Vampyre Slayer campaign board in the playing area, where everyone can see it, and the Dread danger card on the slot with the danger icon.
- When everyone is ready, draw and resolve the top card of the escalation deck and each player places their adventurer in a different capital region.
- The player who most recently played RuneScape or Old School RuneScape takes the first turn.

Count Draynor Boss Fight

The air grows stale as you descend to face your bloodthirsty adversary. With determination, you force open the lid of the coffin and face the vampyre within...

Collect the five Count Draynor behaviour cards, four Bones terrain cards and one Coffin terrain card.

- Flip the Vampyre Slayer campaign board to the boss fight side.
- Place an Unstable Ground terrain card in each of the corner spaces. Place the Coffin terrain card in the centre space, with the Open side showing
- Place the adventurer with the highest Crafting skill, and Count Draynor, in the centre space. Place the remaining adventurers in different other spaces of their choice.
- Count Draynor begins the fight with **10 hitpoints.**
- Set up the initiative track and the starting adventurer party hitpoints (page 29) to begin the first round of the fight.

Reminder — At the End of a Round

If the coffin is open, check to see if Count Draynor is in the same space as it. If he is, he heals a hitpoint.

If the coffin is closed, remember to heal Count Draynor one wound.

Combat Actions

5/8 Melee Attack

Range: Same Space — Inflict one wound on Count Draynor for each successful die.

3/6 Ranged Attack

Range: 2 — Inflict one wound on Count Draynor for each successful die.

3/6 Magic Attack

Range: 1 — Inflict one wound on Count Draynor for each successful die. If at least one die is successful, Count Draynor may be moved one space.

2/6 Read the Terrain

Range: Battleground — One adventurer may move, for each successful die. If there are two or more successful dice, Count Draynor may be moved one space instead.

2/6 Sleight of Hand

Range: Battleground — One adventurer or behaviour card may be moved one slot to the left or right on the initiative track, for each successful die.

5 Enrage

Count Draynor attacks in a frenzy and rushes towards the coffin, in an attempt to shield himself from damaging blows and perhaps buy time for something else...

- Remove Count Draynor from the battleground. Flip the Coffin terrain card to the Closed side and the four Bones terrain cards to the Skeleton side. Place each adventurer on a Bones terrain card, as evenly spread out as possible.

When Count Draynor is Defeated

Count Draynor clutches the stake driven into his chest and collapses to the ground, never to rise again. The village of Draynor has been saved from the monstrous vampyre!

Each adventurer gains three XP, allocated as they wish. The adventurers take a total of three cards from the top of the item deck, taking one fewer for each time they were defeated by Count Draynor, and may give them to adventurers of their choice.

Take note of the current peril level, adding +2 to the total for each time the boss fight was lost.

The Vampyre Slayer campaign has been completed, place each adventurer in Draynor Manor and turn to the Demon Slayer campaign entry (page 36) to continue the adventure with the next campaign.

Defeat

The vampyre has bested you! Retreat and rally with the experience you've gained to fight another day.

To try the boss fight again, reset the battleground and boss hitpoints following the original instructions, set the party health to their starting HP (page 29), each adventurer gains three XP, allocated as they wish, and may re-equip.

CAMPAIGN 2 – DEMON SLAYER

The people of the kingdoms rejoice, celebrating the downfall of Count Draynor. All would seem to be well, if it were not for the twisting clouds above Varrock, warning of even greater dangers...

New Adventurer Guide

Players who have not played the preceding campaign can enter the game by collecting a character sheet, selecting one of the adventurer miniatures not already being used, and placing it on the map, in any capital region without any other adventurers in it. They collect three GP and three different resources of their choice.

Now collect a Recipe Book card and search the item deck and choose one of the starting equipment cards and place it in their inventory. Shuffle the item deck afterwards.

Adventurers now set each of their skills to level one, and gain additional skill levels depending on the total number of adventurers:

1	16	2	12	3	10	4	8	5	8

No skill can be levelled above 4 as a result of this.

Every skill will be required at some point during the adventure, so we recommend that adventurers keep this in mind when deciding which skills they should level.

Set Up

If the group of players have not continued directly on from the Vampyre Slayer Campaign, follow the instructions in the Setting Up section on page 06, then the instructions below. Otherwise, just follow the instructions below.

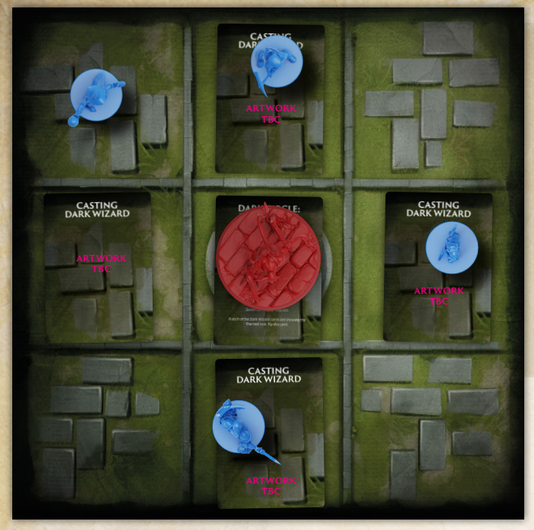
- Take the card pack with Demon's Fury card from the box. These are the card players will need for this campaign.
- Clear the map of all tokens.
- The vault should be made up of cards 0-87. Add the additional cards (55-87) to the bottom, in order.
- Search the exploration decks and remove any cards with the VS icon in the top-right corner. Then collect vault cards 55, 56 and 57 and shuffle them into the corresponding exploration decks.
- Take the side quest cards with the Demon Slayer DS icon and add them to the side quest deck. Adventurers may accept a new side quest now.
- Discard any escalation cards currently in play, then collect the Demon Slayer escalation deck and place it beside the escalation track. Replace the token RS on the escalation track to the lowest slot.
- Replace the current campaign board and danger card with the Demon Slayer campaign board and danger card.
- When everyone is ready, draw and resolve the top card of the escalation deck and each player places their adventurer in a different capital region.
- The player who most recently played RuneScape or Old School RuneScape takes the first turn.

Delrith Boss Fight

"Arise, O mighty Delrith! Bring destruction to this soft, weak city!" Dark wizards, feverishly chanting, surround a circle of crackling magic flames. As the ritual comes to a crescendo, the ground shakes and Delrith tears himself into this realm. "Ha ha ha! At last you are free, my demonic brother! Rest now, and then have your revenge on this pitiful city!"

There is no time to spare. Delrith must be slain here and now, before he can lay devastation upon Varrock and the kingdoms!round of the fight.

- Collect the five Delrith behaviour cards, four Dark Wizard terrain cards and the Dark Circle terrain card.
- Flip the Demon Slayer campaign board to the boss fight side. Place the terrain cards as shown opposite.
- Place the adventurers in spaces of their choice that do not have a terrain card in them. Place Delrith in the centre space.
- Delrith begins the fight with 11 hitpoints. Set up the initiative track (page 29) and the starting adventurer party hitpoints to begin the first round of the fight.



Combat Actions

5/5 Melee Attack — Delrith
Range: Same Space — Inflict one wound on Delrith for each successful die.

5/6 Ranged Attack — Delrith
Range: 2 — Inflict one wound on Delrith for each successful die.

4/8 Magic Attack — Delrith
Range: 1 — Inflict one wound on Delrith for each successful die. This action ignores the Dark Circle card's effect.

3/5 Melee Attack — Dark Wizard
Range: Same Space — Flip the Dark Wizard card in range to the Stunned side.

4/6 Ranged Attack — Dark Wizard
Range: 2 — Flip a Dark Wizard card in range to the Stunned side.

5/5 Magic Disruption
Range: Battleground — Flip a Dark Wizard card in range to the Stunned side.

4/6 Read the Terrain
Range: Battleground — Flip a Dark Wizard card in range to the Stunned side.

4/6 Sleight of Hand
Range: Battleground — Flip a Dark Wizard card in range to the Stunned side.

Reminder — At the End of a Round

Remember to flip a Dark Wizard card from the Stunned side to the Casting side. Then check to see if all four Dark Wizard cards are on the Casting side. If so, flip the Dark Circle card to the Protection side.

5 Enrage

Delrith unleashes wrathful dark energy, defiant in the face of a worthy enemy. Moving with frightening speed, Delrith attempts to turn the tables...

- If Delrith was reduced to 0 health, he heals to 1 wound. The round immediately ends.
- Randomly choose and resolve two behaviour cards, then flip every Dark Wizard card to the Casting side and the Dark Circle card to the Protection side. Start a new round.

When Delrith is Defeated

Badly wounded, and unable to resist the pull from his own realm, Delrith is dragged into a portal and Varrock is saved!

Each adventurer gains three XP, allocated as they wish. The adventurers take a total of three cards from the top of the item deck, taking one fewer for each time they were defeated by Delrith.

Take note of the current peril level, adding +2 to the total for each time the boss fight was lost.

The Demon Slayer campaign has been completed, turn to the Flame Slayer campaign entry (page 38) to continue the adventure with the next campaign.

Defeat

The Demon proves too much for you! Retreat and rally with the experience you've gained to take him on again.

To try the boss fight again, reset the battleground and boss hitpoints following the original instructions, set the party health to their starting HP (page 29), each adventurer gains three XP, allocated as they wish, and may re-equip.

Campaign 3 – Flame Slayer

Delrith has been vanquished, but in the chaos whipped up by his dark worshippers, another dangerous group has seized their opportunity to enact their evil machinations...

New Adventurer Guide

Players who have not played the preceding campaign can enter the game by collecting a character sheet, selecting one of the adventurer miniatures not already being used, and placing it on the map, in a capital region without any other adventurers in it. They collect four GP and three different resources of their choice.

Now collect a Recipe Book card and search the item deck and choose one of the starting equipment cards and place in their inventory. Shuffle the item deck afterwards and add the top card from it to their inventory.

Adventurers now set each of their skills to level one, and gain additional skill levels depending on the total number of adventurers:

1	26	2	20	3	15	4	12	5	12

No skill can be levelled above 6 as a result of this.

> Every skill will be required at some point during the adventure, so we recommend that adventurers keep this in mind when deciding which skills they should level.

Set Up

If the group of players have not continued directly on from the Demon Slayer Campaign, follow the instructions in the Setting Up section on page 06. Add vault cards 55-87 to the bottom of the vault deck, search the exploration decks and remove any cards with the VS icon. Collect vault cards 55, 56 and 57 and shuffle them into the corresponding exploration decks.

- Take the card pack with Fireball card from the box. These are the card players will need for this campaign.
- Clear the map of all tokens.
- The vault should be made up of cards 0-130. Add the additional cards (88-130) to the bottom, in order.
- Search the exploration decks and remove any cards with the DS icon. Then collect vault cards 88, 89 and 90 and shuffle them into the corresponding exploration decks.
- Take the side quest cards with the Flame Slayer FS icon and add them into the side quest deck. Adventurers may accept a new side quest now.
- Discard any escalation cards currently in play, then collect the Flame Slayer escalation deck and place it beside the escalation track. Replace the token RS on the escalation track to the lowest slot.
- Replace the current campaign board and danger card with the Flame Slayer campaign board and danger card.
- When everyone is ready, draw and resolve the top card of the escalation deck and each player places their adventurer in a different capital region.
- The player who most recently played RuneScape or Old School RuneScape takes the first turn.

Jad Boss Fight

The fire cult left devastation in their wake as they descended into the caves beneath Karamja Volcano. Bodies draped in crimson robes lay amongst those of strange creatures of rock and lava. This fight has cost them dearly, with more bodies littering the caves at each level you descend. Their loss is your gain, however, as your path to Salazar is left unchecked. As you reach the lowest level, a voice echoes and the faint glow of residual magic permeates the cave. A figure in an elegant robe, embroidered with an emerald dragon, addresses a small crowd of cultists.

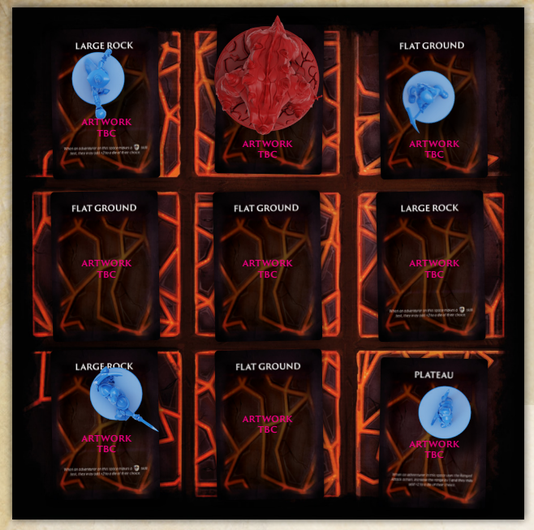
"We have gathered much strength since that fateful day on the shores of Crandor, when our eyes were first opened to the beauty of fire and the nobility of the absolution it brings! Now will fulfil our master's will and rain destruction upon the kingdoms! Our master saw that we were worthy to serve and tasked us with her righteous cause! None are worthy to live who have not been reborn in fire! None are worthy but the anointed of Elvarg!"

The ground begins to shake as their spell takes on a life of its own. "Yes! It is done! With me, noble heroes, our master has opened a secret passage to her sanctuary where we will be rewarded in flame!"

Just as the cultists are about to make their escape, a creature of immense power and stature is enraged by the quakes. From beneath the cultists, it erupts from the ground and furiously rampages through them. Only Salazar is able to escape the creature's rampage, the rest of the cult are trampled beneath its feet.

There is no cult to stand against you dispelling their odious magic, but the frenzied creature of stone and fury has turned its attention to you...

- Collect the five Jad behaviour cards and 9 terrain cards. Flip the Fire Slayer campaign board to the boss fight side.
- Place the terrain cards as shown opposite, and the Spell of Destruction card to the side for later. Place the adventurers in Flat Ground spaces of their choice, and Jad in the space shown.
- Jad begins the fight with 20 hitpoints.
- Set up the initiative track (page 29) to begin the first round of the fight.



Combat Actions

8/9 Melee Attack
Range: Same Space — Inflict one wound on Jad for each successful die.

6/8 Ranged Attack
Range: 2 — Inflict one wound on Jad for each successful die.

7/9 Magic Attack
Range: 1 — Inflict one wound on Jad for each successful die.

6/7 Geomancy
Range: 1 — If at least one die is successful, flip a Lava terrain card in range. If 3 dice are successful, flip each Lava terrain card in range.

7/5 Masonry
Range: 1 — Flip a Lava terrain card in range.

6/6 Read the Terrain
Range: Battleground — One adventurer may move, for each successful die.

6/6 Sleight of Hand
Range: Battleground — One adventurer or behaviour card may be moved one slot to the left or right on the initiative track, for each successful die.

5 Enrage

The spell of the fire cult reaches a climax. The earth shudders from deep beneath the surface. The kingdom's end is nigh if the spell is not stopped!

- Replace the token RS on the boss hitpoint track to 20.
- Replace the centre terrain card with the Spell of Destruction card and place 5 tokens RS on it.

When Jad is Defeated

As the frenzied magic is dispelled from the earth, the violent shaking stops, calming the rampaging monster. The kingdoms have been saved once again!

Each adventurer gains three XP, allocated as they wish. The adventurers take a total of three cards from the top of the item deck, taking one fewer for each time they were defeated, and may give them to adventurers of their choice.

Take note of the current peril level, adding +2 to the total for each time the boss fight was lost.

The Fire Slayer campaign has been completed, turn to the Fire Slayer campaign entry (page 40) to continue the adventure with the next campaign.

Defeat

You must retreat. Lingering would be ill-advised, for the kingdoms do not have long before fiery destruction rains upon them.

To try the boss fight again, reset the battleground and boss hitpoints following the original instructions, set the party health to their starting HP (page 29), each adventurer gains three XP, allocated as they wish, and may re-equip.

CAMPAIGN 4 – DRAGON SLAYER

A shadow sweeps over the kingdoms as fire rains from above. Elvarg has come. Unassailable in the endless sky, she revels in the destruction of farm, village and city alike. Amidst this cataclysmic devastation, someone must find a way to slay the dreadful beast, before the world is consumed by dragonfire...

New Adventurer Guide

Players who have not played the preceding campaign can enter the game by collecting a character sheet, selecting one of the adventurer miniatures not already being used, and placing it on the map, in a capital region without any other adventurers in it. They collect five GP and three different resources of their choice.

Now collect a Recipe Book card and search the item deck and choose one of the starting equipment cards and place in their inventory. Shuffle the item deck afterwards and add the top card from it to their inventory.

Adventurers now set each of their skills to level one, and gain additional skill levels depending on the total number of adventurers:

1	32	2	26	3	22	4	18	5	16

No skill can be levelled above 8 as a result of this.

Every skill will be required at some point during the adventure, so we recommend that adventurers keep this in mind when deciding which skills they should level.

Set Up

If the group of players have not continued directly on from the Flame Slayer Campaign, follow the instructions in the Setting Up section on page 06. In addition, add vault cards 55-130 to the bottom of the vault deck. Search the exploration decks and remove any cards with the VS or DS icon. Collect vault cards 55, 56, 57, 88, 89 and 90 and shuffle them into the corresponding exploration decks.

- Take the card pack with Dragonfire Wrath card from the box. These are the card players will need for this campaign.
- Clear the map of all tokens.
- The vault should be made up of cards 0-161. Add the additional cards (131-161) to the bottom, in order.
- Search the exploration decks and remove any cards with the FS icon. Then collect vault cards 131, 132, 133 and 134 and shuffle them into the corresponding exploration decks.
- Take the side quest cards with the Dragon Slayer DRS icon and add them to the side quest deck. Adventurers may accept a new side quest now.
- Discard any escalation cards currently in play, then collect the Dragon Slayer DRS escalation deck and place it beside the escalation track. Replace the token RS on the escalation track to the lowest slot.
- Collect the Elvarg Deck, shuffle it and place it beside the exploration decks. Adventurers will be forced to draw cards from this deck throughout this campaign, as they visit dangerous regions. After drawing and resolving a card from the Elvarg deck, return it to the bottom.

- Replace the current campaign board and danger card with the Dragon Slayer campaign board and danger card.
- When everyone is ready, draw and resolve the top card of the escalation deck and each player places their adventurer in a different capital region.
- The player who most recently played RuneScape or Oldschool RuneScape takes the first turn.

Elvarg Boss Fight

"Away, foul intruders! How dare you step foot in this holy sanctum! I will not allow you to smother the flames. Not when we are so close to welcoming the world in fire!" shouts Salazar, revealing himself from the far side of the cave. "My queen, Elvarg, I must wake you from your slumber to incinerate these unworthy blasphemers! In blazing death, we shall meet again!" Salazar screams wildly, summoning a fire from within himself, consuming his body to mere ashes. The fire spreads and is consumed by Elvarg, causing her to stir, eyes flickering with a crimson glow.

Collect the 8 Elvarg behaviour cards, 9 terrain cards and the Empowered by Fire card.

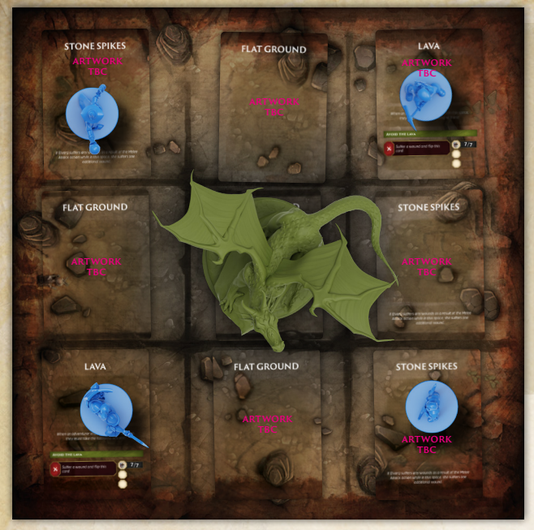
Separate the behaviour cards into two piles, as detailed below. At the beginning of the fight, Elvarg's behaviour deck is made up of the cards in pile 1.

Pile 1: *Dragonfire Conflagration, Dragonfire Vortex, Dragonfire Blast, Dragonfire Storm, Blistering Talons.*

Pile 2: *Dragonfire Wrath, Dragonfire Gale, Dragonfire Carnage.*

Flip the Dragon Slayer campaign board to the boss fight side. Place the terrain cards as shown opposite. Place the adventurers in Flat Ground spaces of their choice, and Elvarg in the space shown. Place the Empowered by Fire card beside the battleground.

Elvarg begins the fight with 20 hitpoints. Set up the initiative track (page 29) to begin the first round of the fight.



Combat Actions

8/7 Melee Attack
Range: Same Space — Inflict one wound on Elvarg for each successful die.

9/8 Ranged Attack
Range: 2 — Inflict one wound on Elvarg for each successful die.

9/10 Magic Attack
Range: 1 — Inflict one wound on Elvarg for each successful die.

7/7 Summon Water
Range: 1 — If at least one die is successful, flip an Aflame terrain card in range. If 3 dice are successful, flip each Aflame terrain card in range.

8/5 Douse the Flames
Range: Same Space — Flip an Aflame terrain card in range.

8/6 Read the Terrain
Range: Battleground — One adventurer may move, for each successful die.

8/6 Sleight of Hand
Range: Battleground — One adventurer or behaviour card may be moved one slot to the left or right on the initiative track, for each successful die.

With the threat Elvarg poses to all people of the kingdoms, several notable characters are willing to help equip you for the final confrontation. Some of the DRS side quests reward adventurers with useful equipment cards. Keep this in mind while playing through this campaign

Reminder — At the End of a Round

Remember to resolve the effects of the terrain cards on the Lava side.

5 Enrage

Empowered by the magic of the fire cult, Elvarg surges with blazing power, ready to lay waste to all before her!

- The round immediately ends.
- Discard Dragonfire Conflagration, Dragonfire Blast and Dragonfire Vortex and replace them with the behaviour cards in pile 2.
- Start a new round.

When Elvarg is Defeated

Flames flicker and die as Elvarg is slain. A battle worthy of legends that will be retold across the kingdoms for ages to come!

Take note of the current peril level, adding +2 to the total for each time the boss fight was lost.

The adventure is complete! Players should now add the peril levels they finished each campaign with together, then read the corresponding ending.

0 - 16	Ending 1	17 - 28	Ending 2
29 - 38	Ending 3	39+	Ending 4

Defeat

You must retreat, but must not linger too long, for the kingdoms do not have long before fiery destruction rains upon them.

To try the boss fight again, reset the battleground and boss hitpoints following the original instructions, set the party health to their starting HP (page 29), each adventurer gains three XP, allocated as they wish, and may re-equip.

ENDINGS

Although this may be the end of the four campaigns, players should feel free to continue exploring the kingdoms, completing side quests, collecting and selling cabbages as they please.

ENDING 1: THE KINGDOMS REJOICE!

From the deep mines of Burthorpe, to the tip of the Wizard's Tower, the Kingdoms rejoice in the vanquishing of Elvarg! Your return from Crandor is met by well-wishers from all corners of the kingdoms.

People of Draynor Village sing your praises for the slaying of the dreaded Count Draynor. From the Palace Guard to the humble street vendor, the citizens of Varrock celebrate your banishing of the demon Delrith. The denizens of all Gielinor celebrate the foiling of the fire cult's evil plan. The people not only see you as their saviour, but as their protector; a shield between them and whatever darkness the world may send their way. Enjoy this moment – you have earned it!

As the festivities die down, you cannot help but look to the horizon, past the borders of the kingdoms, and wonder what new adventures might lay in store...

ENDING 2: A FOE VANQUISHED, THE KINGDOMS SAVED

Elvarg may have rained destruction upon the cities, villages and farms of the kingdoms, but she could never weaken the resolve of its people!

There is rebuilding to be done, but without the wings of Elvarg to darken the skies, the wildfire of Salazar to scorch the countryside, the whispers of a dark cult to summon Delrith or the dreaded Count Draynor to spread terror, the people can go about their work with their heads held high, optimistic about the future. They have you to thank for that, and they will recount your story for generations.

Alas, the pull of adventure can be strong for some. Despite the celebrations, you feel your gaze drawn to the horizon, wondering what fresh stories are to be told beyond the borders of these blessed kingdoms...

ENDING 3: BENT, BUT UNBROKEN

Through the ravaging of the dreaded Count Draynor, near-destruction at the hands of the demon Delrith and the wildfire of Salazar's fire cult, the kingdoms have stood strong. Now, even the fearsome Elvarg's plot to bring Asgarnia and Misthalin to their ruin has been vanquished.

In years to come, the people will celebrate your deeds in quiet moments. For now though, they turn their attention to rebuilding their homes and lives, with the kingdoms at peace once more.

Alas, the pull of adventure can be strong for some. Even as the work here begins, you feel your gaze drawn to the horizon, wondering what fresh stories are to be told beyond the borders of these blessed kingdoms...

ENDING 4: KINGDOMS IN RUIN

Elvarg may have been vanquished, and the kingdoms may still stand, but they do so in ruin. The stories of your slaying of Count Draynor, banishing of Delrith, foiling of the Dragon's Breath cult and vanquising of Elvarg will be told, in time.

For now, the broken and homeless people of Asgarnia and Misthalin turn their attention towards rebuilding their communities...

Alas, the pull of adventure can be strong for some. Even as the work here begins, you feel your gaze drawn to the horizon, wondering what fresh stories are to be told beyond the borders of these benighted kingdoms...

STORAGE GUIDE

DIAGRAM TBC

RUNESCAPE KINGDOMS TEAM

Game Concept
Mat Hart

Product Owner
Jamie Perkins

Lead Designer & Writer
Fraser McFetridge

Additional Design & Development
Alex Delaney
Sherwin Mathews
Psy White

Production
Matthew Elliott
Sophie Williams

Sculpting
Russ Charles
Tom Lishman
Holly Woolford
Ben Charles

Graphic Design & Layout
Elliott Smith
Adam Steel
Mike Hyslop

Lead Artist
Doug Telford

Crowdfunding Team
Ben Clapperton
Chynna-Blue Scott

Playtesting
Leonardo AS
Felina Haun
James Kingwell
Chris Leffler
Sabine Lennartz-Sassinek
Thomas Silcock

QA
Jordan Connolly

Special Thanks
TBC

STEAMFORGED GAMES TEAM

Co-Founders
Mat Hart (CCO)
Rich Loxam (CEO)

Executive Chairman
Simon Spalding

Non-Executive Officers
Ron Ashitiani

Investment Director
Rob Jones

Design & Development
Richard August
Jordan Connolly
Alex Hall
Ginny Loveday
Fraser McFetridge
Steve Margetson
Sherwin Matthews
Nick Niotis
Jamie Perkins

Sculpting & Art
Ben Charles
Russ Charles
Holly Woolford

Graphic Design & Layout
Elliott Smith
Jessica Santoso
Abigail Thornton
Joe Thornton
Kelly Vizma

Production
Candy Chan
Matthew Elliott
Carl Matthews
Lu Mingjing
Tom Rochford

Finance & IT
John Higham
Vanessa O'Brien
Amy Rapaport

Marketing & Community Management
Steve Hough
Krystal Kennedy
Ben Taylor

Kickstarter Team
Ben Clapperton
Tom Hart
Chynna-Blue Scott

Licensing & Commercial
Toby Davies
Firoz Rana
Jo Turner

Operations & Fulfilment
Judy Guan
Richard Jennings

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